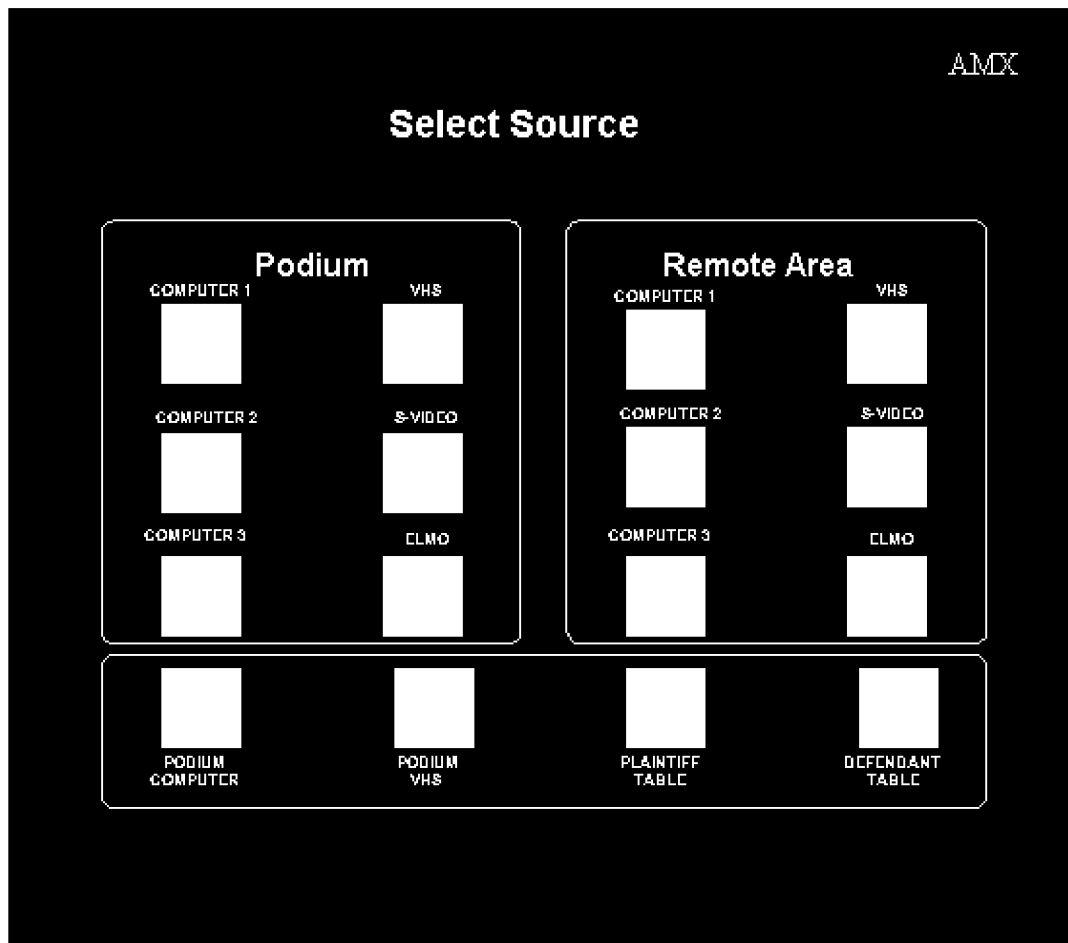Courtroom
14 Diagram

FIGURE 1
Select Source Control Panel
Located on Podium

Guidelines for Connecting Equipment

All equipment and connections must be tested prior to your court appearance. Check font/color/graphic combinations to ensure legibility on all monitors in the courtroom.

The attorney must schedule a specific installation and de-installation with the courtroom deputy.

Technical support is provided only in the event that the court-supplied portion of the system does not work. This support will be provided only during normal Clerk's office hours (8:30 am to 4:30 pm, Monday through Friday).

All requests for assistance must be routed through the courtroom deputy.

VCRs, Laser Disks, and Other Video Equipment

1.   Connect the Video and Audio Output of the equipment to the cables in the caddy. The VHS cable in the caddy is labeled VHS. The S-Video cable in the caddy is labeled S-Video.

Caddy video connectors are "BNC" type. If your equipment uses "RCA" connectors, use a RCA-to-BNC adapter. Caddy audio connectors are "RCA" type, the most commonly used audio connector for this application.

The podium has one dedicated VHS input. Attach video equipment to these cables in the same manner described above.

Computers or other equipment which input RGB video signals

IBM Compatible Laptop Computers Using VGA Monitor Connection

1.   There are two computer cables ready to connect to a laptop computer; one in the podium, labeled podium computer, and one in the caddy, labeled computer 1.

2.   Connect the VGA cable to your monitor output.

3.   Set the laptop to output a signal to the external monitor. Laptops vary in this procedure. If you are not familiar with this procedure, please refer to the laptop manual for instructions.

Desktop Computer or Other Devices Needing a VGA-to-RGB Converter

1.   There are two sets of RGB cables in the caddy, labeled computer 2 and computer 3. In addition, there is one floor plate at both the prosecution and defense tables that need VGA-to-RGB converters for use with a computer.

2.   Take the RGB cables from the VGA-to-RGB converter and plug them into the caddy's computer 2 or computer 3 cables (which are RGB/BNC-5 cables). You can also plug the converter's cables into the defense or prosecution floor plates (which are RGB/BNC-5 cables). Connect Red-to-Red, Green-to-Green , Blue-to-Blue, Black-to-Horizontal Sync and Yellow-to-Vertical Sync.

3.   Next, plug your computer's video into the VGA side of the VGA-to-RGB converter.

The VGA-to-RGB converter must be set to output separate horizontal and vertical sync, and must not output Sync-on-Green.

Extron converters have instructions on the bottom of the converter listing all functions.

Audio Connections from either an IBM Compatible Laptop or a Desktop Computer

1.   If your computer has "RCA" audio output connectors, plug in the RCA connectors on the cables in the Podium or Caddy, or connect your suppled cable to a floor plate.

2.   If you computer uses ⅛" stereo audio outputs, you will need an adapter cable to connect your ⅛" stereo output to two RCA (male or female) inputs.

Jury Monitor Specifications

The following settings are the maximum supported by the Jury Box monitors. When connecting any computer to one of the previously listed inputs, ensure that these display settings are available through your computers video output.

- ♦   Maximum Resolution is 800x600

- ♦   Multimode Supported   H:24-38khz
                                                  V:50-90Hz

(Note: The monitors used are Sceptre Model TLC220. For further information on the technical specifications of these monitors, please contact Sceptre or visit http://www.sceptre.com)

Courtroom 14 Tips

Videos

- **Background** - Any video with a dark background may not display well on jury monitors.
- **Volume** - There are no volume controls at the podium. The CRD has a master volume if the level needs to be adjusted temporarily. Make sure your volume levels are adequate.

Text

- **Legibility -** Any documents with large amounts of text that will be presented using the Elmo, computer, or VCR may not be legible on jury monitors. Be sure to test any documents prior to court appearance.

VCR's

- **Remote Control -** Due to the design of Courtroom 14, VCR's are usually placed inside an enclosed area, therefore, infrared remote devices will not work. Alternate arrangements must be made while using VCR's, i.e. different set-up, no infrared remote device .
- **Freeze Frame -** Since many VCR's do not display a crisp image when they are paused, you may want to consider capturing key images to be displayed using the PC. At the appropiate time in your video you can switch sources to the PC displaying a crisp image, which can then be marked up using the video marking system.

Printers

- **Attorney Supplied -** No printer is supplied by the court. If exhibits are enhanced using the digitizer pad, no copy of these changes will exist. Attorney must supply a printer if one is desired.

PC's

- **Speakers -** The PC's speaker is independant of the main audio system. If you plan on using digital audio, you will probably want to have external PC speakers. These can be placed so that the sound is picked up by the podium microphone and projected through the main audio system.

Be sure to test the performance of each audio/visual element prior to your court appearance.

Using the Video Marker (John Madden)

Tips and Tricks

The video marker equips presenters with freehand drawing capability and a choice of 12 pointers with which to mark a video image. Pointers include eight arrows, a large and small dot pointer and a large and small cross hairs pointer. Presenters may also choose to display no pointer, which is an option selected when drawing is the only feature desired.

A pointer may be changed only while it is an active pointer. An active pointer is a positionable arrow, dot or cross hairs pointer that may be moved anywhere on the screen. Presenters may choose to keep the pointer active in order to point at one detail of the video image at a time. Or, presenters may wish to anchor the pointer next to an image detail, then use a new active pointer to point out a second detail. Thus, two pointers will appear on screen, one anchored, and one active. Presenters may anchor as many pointers on the screen as desired. Note that when a pointer is anchored, it cannot be moved again, although it can be erased or cleared from the screen.

Basic Operation Instructions

Positioning a Pointer:

3.   Position the pointer anywhere on the video image by lightly dragging the tip of the stylus (pen) across the tracking area (square, white area of the video marker)

Anchoring a Pointer:

1.   Once a pointer color is selected and the active pointer has been positioned, anchor the active pointer by clicking the barrel button on the stylus (the barrel button is located near the tip of the stylus).

The pointer will be anchored and a new active pointer will appear on the screen, identical to the first.

> **NOTE**: Users may anchor as many pointers or drawing lines as desired. Also, each pointer may be changed to a different pointer type before anchoring, or the pointer may be changed to a different color before anchoring. (Instructions for these procedures follow.)

Turning Off/On the Pointer

1.   Press the Pointer on/off icon on the tablet menu strip. The pointer will not appear when the tip button is dragged across the Tracking Area of the tablet.

2.   To make the pointer reappear, repeat the same procedure.

Selecting a Pointer Type

1.   Press the tip button on the desired pointer icon on the tablet menu strip.

Selecting a Line Type

1.   Press the tip button on the desired line type on the tablet menu strip.

Selecting a Marker Color

1.   Press the tip button on the desired color icon located on the tablet menu strip.

> **NOTE**: All markers anchored from this point on will appear in the newly selected color.

To Draw Using the Video Marker:

Once the drawing line type and color are selected, position the active pointer anywhere on the video image where the drawing is to begin.

1.   Press the tip button into the tracking area of the tablet and draw it across until the drawing line or line segment is complete.

> **NOTE:** For best results, hold stylus completely upright while drawing.

> **NOTE**: Drawing can only be done with the stylus. Fingers will not work.

Clearing Markers

Once markers (drawing lines and pointers) have been anchored, users may want to clear the screen of all or some of the markers before proceeding to the next point of discussion. Markers may be erased one at a time, beginning with the most recently anchored marker, or all makers can be cleared form the screen at once.

To Erase Markers One at a Time:

1.   Press the tip button on the UNDO icon on the tablet menu strip.

        The most recently anchored marker will disappear. An active pointer will always remain on screen unless the pointer was disengaged by pressing the pointer on/off icon.

To Clear All Markers:

1.   Press the tip button on the Clear icon located on the tablet Menu Strip.

> **NOTE**: If you cannot get the video marker to clear, ask the courtroom deputy for assistance.